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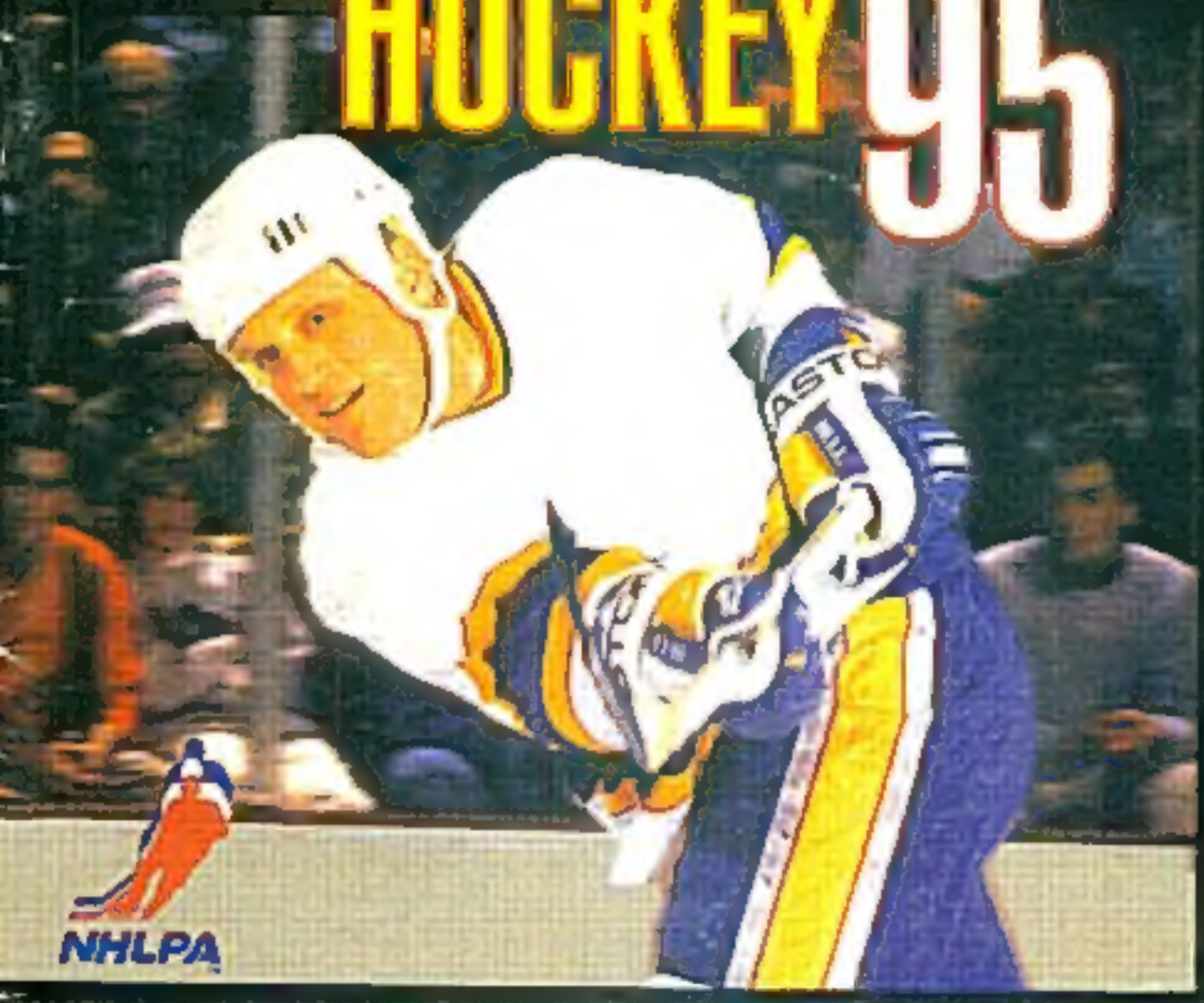
BRETT HULL HOCKEY 95™



NHLPA

INSTRUCTION BOOK

SPORTS ACCOLADE

SUPER NINTENDO ENTERTAINMENT SYSTEM

Thank you for purchasing this *Brett Hull Hockey '95* Super NES® Game Pak.

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ON THE ICE WITH BRETT HULL

He wasn't born with ice skates on, but Brett Hull might as well have been. His father, Bobby, is in the NHL Hall of Fame. His mother, Joanne was a professional figure skater. The third of five children, "Hullie" was born in Belleville, Ontario, Canada, in the summer of 1964.

Under his mother's watchful eye, Brett first learned to skate in Chicago's Oak Park Arena. At age 17, he was playing Midget hockey in North Vancouver.

After playing for the Penticton Knights (1982-84), he was off to Minnesota-Duluth College and its Bulldogs team.

Brett's NHL debut came in the Stanley Cup Finals in 1986, when he was called up late in the season by the Calgary Flames. Midway through the 1987-88 season, he was traded to the St. Louis Blues.

It was in St. Louis that Brett became a star. He led the NHL in goal scoring in 1990 and 1991, with seasons of 72 and 86 goals. He captured the Lady Byng trophy in 1990 as the league's most gentlemanly, player, and the Hart Trophy, given to the league's MVP, in 1991.

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IN THE BOOTH WITH AL MICHAELS

Accolade and Al Michaels first teamed up in 1992, with Michaels' play-by-play announcing of "Al Michaels Announces HardBall III".

Best known as the voice of ABC's "Monday Night Football", Michaels is also an experienced hockey announcer, having called the action at the 1980, 1984 and 1988 Olympiads, and also the 1993 Stanley Cup.

Michaels' incredible reign at ABC Sports includes seven World Series, five Major League Baseball All-Star games, and seven League Championship Series, as well as hosting "Wide World of Sports" events and tennis matches.

He has been selected national Sportscaster of the Year three times and has garnered two Emmys as outstanding Sports Personality host.

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GETTING STARTED

Loading

1 Make sure the power is off on your Super Nintendo Entertainment System.

2 Insert the *Brett Hull Hockey '95* game pak into the machine following the steps in the Nintendo System manual.

3 Plug a controller into port 1. For 2 players, plug a second controller into port 2.

4 Turn the power switch **on**. If nothing appears on screen, switch the power **off**, make sure the game pak is firmly inserted and then switch the power on again.

5 Press **any button**, after viewing the title sequence, to advance to the Title Screen.

Quick Start

1 When the Title Screen appears, press **START** on controller 1 — the Game Setup Screen will appear.

2 Press **START** again and the Team Rating Screen will appear.

3 Press **START** a third time, and you're ready to play the game with the following default settings:

- **1 Player Home** (Home team vs. computer)
- **Regular Game:** St. Louis (Home) vs. Vancouver (computer)
- **Period Length:** 5 minutes
- **Line Changes:** Off (only one line used, players will not tire)

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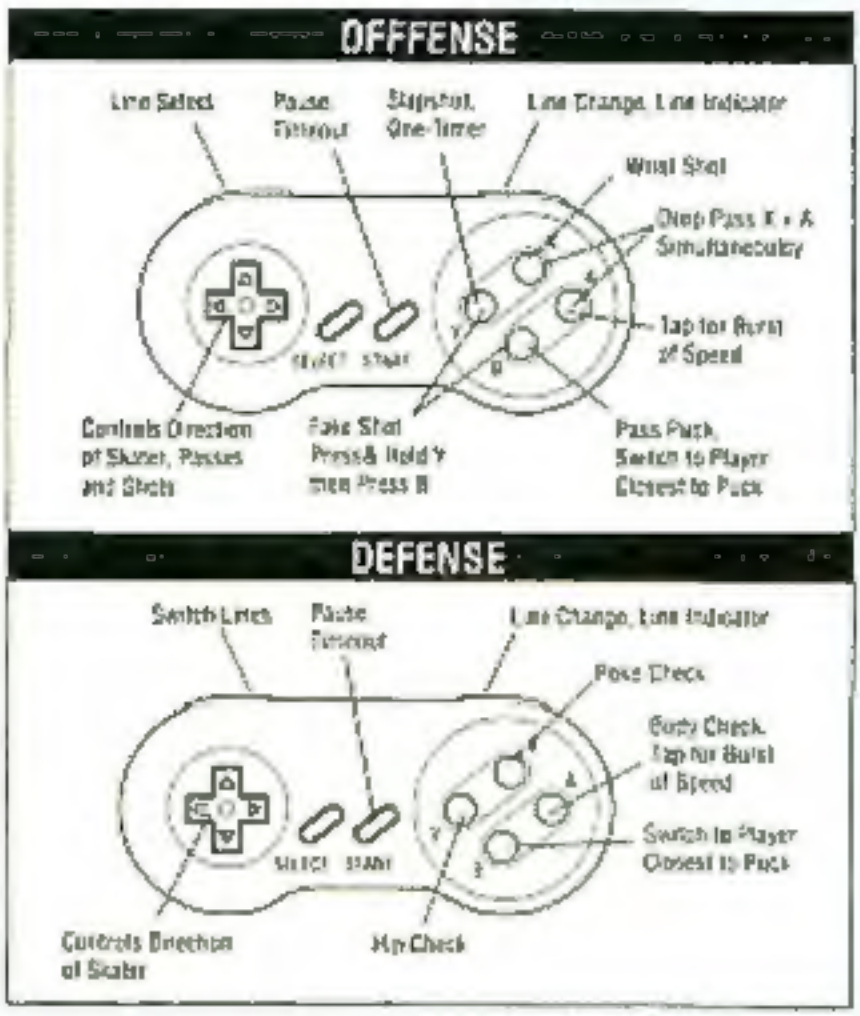
Quick Start (continued)

- **Penalties:** Off (no penalties will be called by the ref)
- **Offside:** Off (offside will not be called)
- **Automatic Goalie:** Computer will control your goalie
- **Announcer:** On (Al Michaels will call play-by-play)
- **Sound:** Stereo (sound effects, crowd noise and music)

Operating Your Controller



To aim, press and hold Control Pad ▲/▼/◄/► when you pass or shoot.

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GAME SETUP SCREEN

The Game Setup Screen lets you set up your game the way you want. To change an option:

1 Press the **Control Pad ▲/▼** to move the highlight bar to the desired option.

2 Press the **Control Pad ◄/►** to cycle through available settings (to access **Options**, highlight, then press the **B Button**).

The options, in the order they appear are:

Player Option: Choose from:

- **1 Player Home** (Home team vs. computer)
- **1 Player Away** (Away team vs. computer)
- **2 Players** (player vs. player)

Note: 2 Player Mode is not available during the Playoffs or Season Play.

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GAME SETUP SCREEN (continued)

Game Option: You can play a **Regular Game**, **Playoffs** or **Season Play**:

- **Regular Game** – Play one game at a time against the computer or a human opponent to develop your skills.
- **Playoffs 3, 5, or 7** – Go straight to the Playoffs in a best of 3, 5, or 7 game format. A Playoff Tree Screen will appear before and after each game to update your team's progression toward the championship.

Note: Before your next Playoff or Season game, the Game Setup Screen will be displayed showing your next opponent and allow you to select Period Length or Options. All other selections will be disabled.

- **Season Play 11, 42, or 84** – Play an 11, 42, or 84 game season and, if you qualify, go through the Playoffs for the championship cup. During the season, the computer will choose your opponent in a pre-set schedule. A League Standings Screen will appear before and after each game, updating your team's wins, losses, and total points.
- **Shootout** – A shootout consists of a player getting five penalty shots, one-on-one against the goalie (see **Shootout**, pg. 23). In 2 Player Mode, one player controls the goalie while the other controls the shooter (see The **Goalie**, pg. 14 for Control Pad information).

Period Length – Each game consists of three periods. Choose 5, 10 or 20 minutes.

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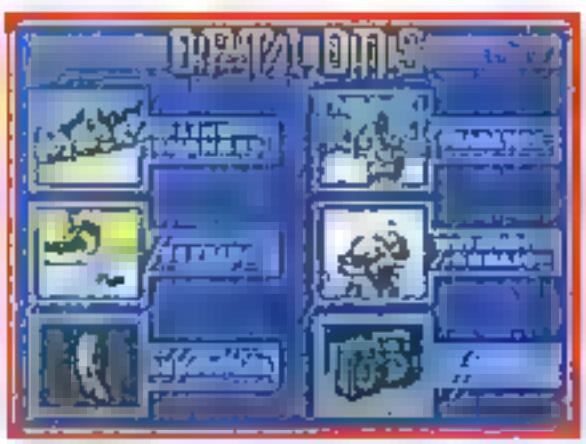
Home Team Option: Select your Home team from 26 league teams and two all-star teams. You'll be the Home team for Regular games and the start of the Playoff series. Use this option to select your team for Season Play, but you won't necessarily begin as the Home team.

Note: You cannot select East or West All-Stars in Season Play or Playoff Mode.

Away Team Option: Choose a Visiting team from 26 league teams and two all-star teams. You'll be the Visiting team for Regular games and the start of the Playoff series (The Away Team option is not available when Season Play or Playoff is selected).



Options: Highlight and press the **B Button** to access, then highlight any of the options below and press the **Control Pad** ◄/► to change settings:

- **Line Changes:** With this feature active, you can choose between four available lines during a game and the lines will experience fatigue (see **Line Changes**, pg. 14).
- **Penalties:** The referee will call minor with this feature active.
- **Offside:** Activate this feature if you want the referee to call offside.

GAME SETUP SCREEN (continued)

- **Goalie:** Select **Automatic** if you want the computer to control your goalie or deactivate it if you want to control your own goalie.
- **Announcer:** Activate to have Al Michaels call the plays.
- **Sound:** Turn sound effects, music and crowd noise to **Stereo, Mono,** or **Off.**

Press **START** to return to the Game Setup Screen, then press **START** again and the Team Rating Screen will appear.

TEAM RATING SCREEN

The Team Rating Screen is displayed before each game and allows you to **Coach Team** (modify team skills), **Edit Lines**, view tonight's matchup or **Exit Game** to return to the Title Screen. To choose an option:

1. Press the **Control Pad** ▲/▼ to highlight, then press the **B Button** to select.
2. Press **START** to return to the Team Rating Screen.
3. When all your edits are complete, press **START** to take to the ice.

Coach Team Screen

The Coach Team Screen allows you to modify your team to suit your personal taste. For example, you can make a team that skates fast and handles the puck well, or an aggressive hard-checking team that plays great defense. Here's how to make your edits:

1 Press the **Control Pad** ▲/▼ to select the skill you want to modify.

2 Press the **Control Pad** ► to strengthen or ◄ to weaken that skill.

Note: The Team Power Resource meter at the lower left corner of your screen fills up or empties as you modify your team. When empty, the only way to increase a skill is by reducing another skill.

Coach Team Screen (continued)

Here's a description of each skill at its maximum setting:

SKILL	MAX SETTING
Puck Control	Emphasizes a passing and puck control offense
Skating	Emphasizes speed, creating odd-man advantages and breakaways.
Shooting	Promotes higher-percentage shots
Strength	A tougher checking game, chasing after loose pucks
Defense	Fewer goals scored against; defensemen stay in their zone more often
Aggression	Defensemen rush net, creating excellent scoring opportunities, players chase puck into corners and play a very offensive-minded game
Goal Tending	Affects percentage of goalie saves

Note: If you want an extremely high-scoring game, set the skating, shooting, puck control and aggression settings to the maximum, and set the strength and defense and goal-tending settings to the minimum.

Edit Lines

You can create your own skating lines (i.e. Scoring Penalty or Power Play). To edit any of the four available lines (Line 1, 2, 3 or 4), or your goalie:

1 Press the **Control Pad** ◄/► to select the line you want to edit.

2 Press the **Control Pad** ▲/▼ to select the player you want to replace on that line

3 Press the **Y Button** to move to the player roster (You can toggle back to the current line by pressing the **Y Button** again.) Notice the goal light will stop flashing when you move to the player roster.

The team roster displays your players' number, name, position and whether he's left or right-handed. It also ranks the following individual attributes from 1 (weakest) to 100 (strongest):

- **Skating**
- **Shooting**
- **Strength**
- **Puck Control**
- **Defensive Play**
- **Aggressiveness**

To scroll through the player attributes, press the **Control Pad** ◄/►.

4 Press the **Control Pad** ▲/▼ to view the entire roster and highlight a replacement player

5 Press the **B Button** to insert new player in line.

6 Repeat steps 1-5 to make additional edits.

Team Matchup

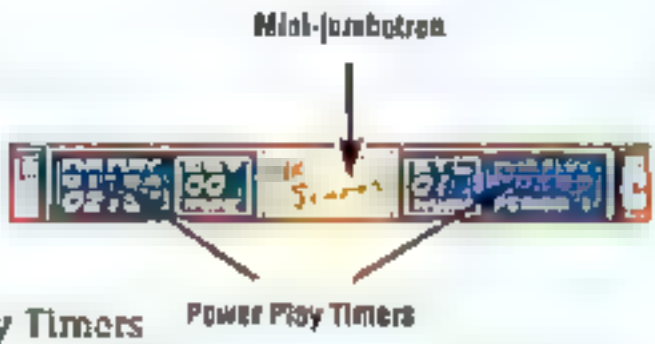
Two banners on the top portion of the Team Rating Screen unfurl to show you how the two teams selected for the current game compare in seven individual skill categories. An overall team rating is also displayed at the bottom of the screen. The higher rating in any category indicates the team best at that particular skill.

Exit Game

Returns you to the title screen

PLAYING THE GAME

Scoreboard



Just before you begin play, examine the scoreboard at the top of the screen. It displays the Score, Period, Time remaining, and Power Play Timers

The Power Play Timers are located on both sides of the scoreboard beside each team name. After a penalty is called, the timers will light up indicating which team has the advantage and how much time is remaining on the Power Play. In the center of the scoreboard, watch the "Mini-jumbotron" for scoring, penalty and other information and graphic displays.

Face-Offs

In a face-off, the referee drops the puck and two players attempt to gain control and pass the puck to a teammate. Press the **Y Button** when the referee drops the puck, and:

- Press the **Control Pad ◂/▸** to hook or push the puck to another player
- Press the **Control Pad ▴/▾** to lean into the opposing player to gain control of the puck

Possession of the Puck

A player will automatically gain possession of a loose puck when his stick makes contact with it. When a player on the Home team gains possession, a thick blue circle with a darker blue outline will appear under him and his number and position will appear above his head. The player in possession on the Away team will have a thick red circle with a darker red outline. When a player on either team loses possession, the circles become thin and lose their outline.

Note: Press the B Button to switch control to the skater closest to the puck.

Passing

Passing the puck is the key to winning hockey games. A well-timed pass to a skater flying up the ice is one of hockey's most exciting plays. To pass the puck

- Press and hold the **Control Pad** in the direction you want to pass, then press the **B Button**.

To set up a scoring shot for a trailing player, try dropping the puck behind you with a drop pass. To drop pass the puck,

- Press the **X** and **A Buttons** simultaneously

Shooting

The following types of hockey shots are available:

Wrist Shot: Although it's not as flashy and powerful as the slap shot, the wrist shot is often more effective for scoring. A wrist shot aimed on goal is a closer, more accurate shot. It often catches the goalie by surprise; maybe because he was screened out, or maybe he never saw the puck being shot. To take a wrist shot

- Press and hold the **Control Pad** to aim your shot, then press and quickly release the **X Button.**

Slap Shot: The slap shot is a powerful but less accurate shot usually taken from a greater distance from the net. The player takes a big windup and blasts away. When a slap shot is blocked by a goalie, the rebounds are longer, so be prepared to pick up the loose puck or play defense. To take a slap shot,

- Press and hold the **Control Pad** to aim your shot, then press and release the **Y Button.** The longer the button is held down, the harder the slap shot will be.

One-timer: A one-timer is an extremely powerful scoring shot taken without receiving or gaining control of a pass To take a one-timer

- Press and hold the **Control Pad** to aim and press the **B Button** to pass to the intended shooter. Press the **Y Button** to windup before the pass arrives. When the puck reaches the shooter, he immediately shoots at the goal.

Fake Shot/Pass: A fake shot, winding up for a slap shot then passing off to another player, is a good strategy to use when on a power play. To fake a shot.

- Press and the hold the **Control Pad** to aim, press and hold the **Y Button** , then press the **B Button** to pass the puck rather than take a shot.

Fake Shot: A fake shot, winding up for a slap shot but not following through with the swing, will keep your opponent off-balance The opponent will move toward the direction he first anticipates while you'll actually go in a different direction. To fake a shot:

- Press and the hold the **Control Pad** to aim, press and hold the **Y Button** , then press the **X Button** to stop the follow through swing

Pressing the Control Pad ↑ while you shoot will aim the puck upstairs. If you press ↓ while shooting, the puck will stay low. If you aim your shot low, try to place it between the goalie's legs.

Line Changes

The players on a line will fatigue as the game progresses. To change fatigued lines and get fresh players on the ice

1 Press the **R Button** to display the number of the line (**L1 - L4**) currently on the ice **The number will appear in place of your score on the scoreboard**

2 Press the **L Button** to move through the lines. When the line you want is displayed, press the **R Button** to choose.

The lines will be represented as **L1 L2, L3** or **L4** and will be color-coded to indicate their level of fatigue: green = full strength, yellow = fatigued and red = exhausted.

The Goalie

The computer controls the goalie's movement until he gains possession of the puck, or you choose to take control when you have the manual goalie option selected To take goalie control when in manual goalie mode:

- Press the **B Button** to switch control to the goalie when he is your closest player to the puck. A circle will appear under him indicating that you have manual control.
- Press the **Control Pad** ▲/▼/◄/► to position the goalie in any direction in front of the net.
- Press the **Y Button** to have the goalie attempt a save to his left. Your goalie will execute either a kick, glove, pad or blocker save, whichever is best to stop the shot on goal.

- Press the **A Button** to have the goalie attempt a save to his right.

Once he has the puck, he may either pass to a teammate or hold it until the referee calls a face-off in one of the two circles near the net. To have the goalie pass the puck:

- Press the **Control Pad** in the direction you want to pass, then press the **B Button.**

Overtime

In Regular game play and in the Playoffs, the length of overtime periods will match the current game period length. Overtime will continue until one team scores (sudden death). In Season Play overtime consists of one 5 minute period and the first team to score wins. If neither team scores, the game results in a tie.

Infractions

The red center line divides the hockey rink into two equal halves. On each side of the red center line is a blue line, which marks the Offensive and Defensive Zones for each team. One team's Defensive Zone is the other team's Offensive Zone. The area between the two blue lines is the Neutral Zone.

Offside

Offside is the most common reason for stoppage of play by the referee. No offensive player may cross into the opposing team's Defensive Zone until the puck crosses the blue line. Otherwise, the play is called offside, and the referee calls for a face-off just outside the blue line. Many scoring opportunities are lost due to a player being offside.

Note: If you have a player heading toward the blue line ahead of the puck, try to pass to him before he crosses the line. This will prevent the referee from whistling an offside call. The Options Menu gives you the choice of turning off the offside feature. Turning off this feature should result in a higher scoring game, since "cherry picking", or staying near your opponent's goal will be legal.

Icing

Icing is another common reason for stoppage of play. Icing may be called if the offensive team shoots the puck down the ice into the opposing team's Defensive Zone without first crossing the red center line. However, if the offensive team gets to the puck before the defense or the goalie touches the puck, icing will not be called

When the referee calls Icing, the face-off occurs in the face-off circle nearest the offending team's goal.

The Icing feature will **always** be turned on

Note: A team is allowed to ice the puck while killing a penalty. When your opponent is on a power play, ice the puck as soon as you get possession. This eats up valuable time on your opponent's power play.

Penalties

Minor penalties will result in a player being sent to the penalty box for two minutes. This allows the other team to have a power play – a one or more skater advantage for two minutes. Multiple penalties may result in more than one player being sent to the penalty box. The minor penalties that the referee will call in *Brett Hull Hockey '95* are:

- **Roughing:** Minor punching or shoving of an opposing player
- **Holding:** Illegally holding an opponent by using hands or stick
- **Hooking:** Using the blade of the stick to impede the motion of another player
- **High-sticking:** Carrying the stick above shoulder level and striking an opponent
- **Slashing:** Swinging the stick at another player in an effort to slow his progress
- **Interference:** A player tries to impede the progress of a player not in possession of the puck, or hits the goalie when he is in the crease
- **Cross-checking:** Striking an opponent while both hands are on the stick and none of the stick is on the ice

Note: During a minor penalty, when the team with a man advantage scores a goal, the player in the penalty box is allowed to return to the ice, and the power play is over.

Multiple penalties can be called on one team, but a minimum of three skaters and a goalie remain on the ice at all times.

Delayed Penalties

When a penalty is called on the team that is not in control of the puck, the referee will call a Delayed Penalty. Play continues until the penalized team gains possession of the puck or is scored upon. If a goal is scored, the penalty will be waived.

Neither team will be allowed to edit lines during a delayed penalty call.

CHECKING

Checking is the only way to steal the puck from a player on the other team. There are two types of checking:

Body check: This tactic is used to knock the opposing player off the puck by bashing into him head-on. You may only body check a player with the puck, or else the referee may call a penalty. To execute a body check:

- Press the **A Button**

Hip check: This tactic is used to knock the opposing player off the puck by hitting him from the side. To execute a hip check:

- Press the **Y Button**

Poke check: A player uses the hockey stick to try to steal the puck from the opposing player. To execute a poke check:

- Press the **X Button**

Pause (Timeout) Screen

To call a timeout, press **START** anytime during play, then:

1 Press the **Control Pad** ▲/▼ to choose an option.

2 Press **START** to return to the game.

Here are the available options.

Instant Replay: Replays the last 10 seconds of action in the game. Press the **B Button** to select.

- **Y Button** = Rewind
- **B Button** = Stop
- **X Button** = Play
- **A Button** = Fast-forward
- **START** = Return to the game

Note: If you want to replay the winning goal of an overtime game, press start to access the Replay option before the game exits the Rink Screen and goes to the End of Game Menu.

Pause Screen (continued)

Goalie In/Out: Press the **Control Pad** ◂/▸ to remove the goalie and gain an extra skater advantage.

Automatic/Manual Goalie: Press the **Control Pad** ◂/▸ to select whether the computer (automatic) or you (manual) control the goalie.

Edit Lines: Press the **B Button** to select and go to the Edit Lines Screen (see **Edit Lines**, pg 9) Press **START** to return to the Pause Screen.

Player Stats: Press the **B Button** to display individual statistics for players who scored, assisted or committed penalties in the current game. Press the **Y Button** to display your opponent's stats.

Announcer: Press the **Control Pad** ◂/▸ to toggle On or Off

Sound: Press the **Control Pad** ◂/▸ to toggle between **Stereo**, **Mono** and **Off**.

Exit Game: Press **SELECT** to quit the game.

End of Period/Game Menu

The End of Period/Game Menu will automatically be displayed after each period and at the end of a game.

- Press the Control Pad ▴/▾ to select an option, then press **B Button** to review Game and Player Stats, Scoring and Penalty Summaries, Edit Lines or Coach your team. Press **SELECT** when Exit Game is highlighted to quit and return to the title screen
- Press **START** to return to the End of Period/Game Menu, then press **START** again to continue the current game or begin a new one.

Here are the options available:

- **Game stats:** Shows the number of goals scored, shots on goal, body checks, possession (time of), save % (% of saves to total shots), passing % (% of successful passes to attempted passes), one-timers (ratio of number of scores per one-timers taken), penalties and power plays (ratio of number of scores per powerplay opportunities).

- **Scoring Summary:** The scoring summary displays the following information: the period in which a goal was scored, the team and the player who scored the goal along with the player(s) who earned the assist (if there were any) and the elapsed time in the period when the goal was scored. If a goal was scored while in a power play (PP) or shorthanded (SH) situation, a notation will appear below the scorer's name.

Press the **Control Pad** ▲/▼ to scroll if additional information is off the current viewing screen

- **Penalty Summary:** The Penalty Summary displays the following information: the period in which the penalty occurred, the team and player who committed the penalty, the type of penalty called and the elapsed time in the period when the penalty occurred

  Press the **Control Pad ▲/▼** to scroll if additional information is off the current viewing screen.

- **Player Stats:** Displays individual statistics for players who scored, assisted or committed penalites in the current game. Press the **Y Button** to display your opponent's stats.
- **Edit Lines:** Takes you to the Edit Lines Screen so you can modify current lines or create new skating lines. (See **Edit Lines**, pg. 9.)
- **Coach Team:** Takes you to the Coach Team Screen so you can modify your teams hockey skills to suit your personal taste (see **Coach Team Screen**, pg.7).
- **Exit Game:** Exits game, Playoffs, or Season Play

At the completion of each Playoff or Season game, a password appears at the bottom of the End of Game Menu Screen Write it down so you'll be able to resume Playoffs or Season Play in progress (see **Password**, pg. 23).

Password

After each Season or Playoff game a password is generated by the computer. If you enter this password the next time you start up, the Season standings or Playoff record will carry over from the last game you played. To continue a Season or Playoff series, go to the Title Screen then:

- Press the **Control Pad** ▸ to move the flashing goal light to Password, then press **START** to display the Password Screen
- Press the **Control Pad** ▲/▼/◂/▸ to move the circle to the desired letter or number and press the **B Button** to enter the letter or number
- When you have entered the correct password, press **START** to continue your game

Shootout

The Shootout is a great place to practice shots on goal. After the referee's whistle, the shooter picks up the puck at the center circle and moves forward toward the net. You'll get five shots, but only one shot per puck. The goalie you face is determined by which opposing team you choose. To set up the Shootout, go to the Game Setup Screen, then:

1 Player Shootout

1 Press the Control Pad ◂/▸ to highlight **1 Player** then press the **Control Pad** ▾.

2 Press the Control Pad ◂/▸ to highlight **Shootout**, then press the Control Pad ▾.

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Shootout (continued)

3 Press the Control Pad ◄/► to highlight the team from which you want to choose your shooter, then press the Control Pad ▼.

4 Press the Control Pad ◄/► to choose the team whose goalie you want to face.

5 Press **START** to view roster from which you will chose your shooter (from step #3 above).

6 Press the **Control Pad** ▲/▼ to highlight a player and **Control Pad** ◄/► to view his attributes. When the player you want is highlighted, press **START** to begin the shootout.

7 After you have taken five shots, press the **Control Pad** ▲/▼ to highlight **Shoot Again** or **Exit**, then press the **B Button** to select.

2 Player Shootout

1 Press the Control Pad ◄/► to highlight **Shootout**, then press the Control Pad ▼

2 Press the Control Pad ◄/► to highlight **2 Players** then press the **Control Pad** ▼.

3 Follow steps 3-7 under "1 Player Shootout", above.

Note: In 2 Player mode, both players choose teams and shooters then take turns controlling their shooter or starting goalie against their opponent (i.e. Player 1 controls his shooter while Player 2 controls his goalie).

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CUSTOMER SERVICE - WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this Game Pak that the Pak will be free from defects in materials and workmanship. A defective Game Pak which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8am and 5pm (Pacific Standard Time) Monday through Friday. Please Do Not send your Pak to Accolade before calling Customer Service.
3. If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective Pak (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller), and return your Pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to: **Accolade Customer Service, 5300 Stevens Creek Blvd. #500, San Jose, CA 95129**

After the 90-day period, a defective Pak may be replaced in the United States for $15 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the Game Pak, not other materials.)

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